

IMAGINATIVE



**A GAME BY AND ©
KYRINN S. EIS**

IMAGINATIVE-

Driven from our bamboo forests and jungles. The Yaesh forces under the Celestial Emperor bring order to the middle kingdom. Our ancient magicks and monstrous ancestry cannot withstand the advancing ranks of the sword saints and Worldmind priests. Our only hope is to escape into the foggy steppes of the far northwest.

The tiny nomads run before us, and are hounded by the starmen of the rugged southern coastland. In such a vast expanse as the mountain pastures, can we not find some refuge from Human expansion?

Monstrous ancestry, blood magicks, and our naginata — with these, we few who remain, hope to hold out until shelter can be found, lest we as a people die out.

Pick two from each category, and select one in each as your Specialty:

Ancestry-

- * Elemental
- * Ghostly
- * Treeform
- * Were-Animal
- * Were-Human

Blood-

- * Fire
- * Fog
- * Quake
- * Tempest
- * Torrent

Naginata-

- * Power
- * Precision
- * Reach
- * Speed
- * Sunder

Roll 1d5 if not using an Ability and without naginata. Roll 1d10 if either but not both. Roll 2d10, adding and re-rolling 10's if both an Ability and with your naginata. Roll 3d10 with Specialty, as with two. Doubles and Triples add complexity, with playgroup defining the scene. Highest total wins.